

CRL PRESENTS

The story begins in 2047 with the invention of the interstellar drive. Using hydrogen scoops mankind could collect fuel from the thin spread of hydrogen between the stars. This made possible the exploration and colonisation of nearby systems.

Space to continue, ESC for menu

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In 2050 the first wave of colonists left Earth for four nearby G-Type stars, Alpha Centauri, Tau Ceti, Van Maanen's Star and Beta Hydri. Seven months later the first wave of colonists arrived at Tau Ceti and began to build a civilisation on the

Space to continue, ESC for menu

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third planet, an inhospitable desert world with very little life. For over 90 years the colony grew and prospered. The Cetans built over 30 cities across the planet and a strong trade based on Mining, Robot technology and hydroponics.

Space to continue, ESC for menu

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Then, in 2150 disaster struck this
and one other of mankind's four
growing colonies. A vicious plague,
Encke's syndrome, swept across the
planet. Once contracted the disease
was invariably fatal and as it swept
from city to city the few remaining

Space to continue, ESC for menu

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colonists finally admitted defeat and fled, leaving the planet to the robot maintenance systems.

Two years passed and on Earth a cure for the disease was found and links between the two remaining colonies, Alpha Centauri and Beta

Space to continue, ESC for menu

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Hydri; were resumed. About this time
all radio contact was lost with the
automatic systems remaining on Tau
Ceti as a massive meteor smashed
into the planet.

Space to continue, ESC for menu

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As the remaining colonies recovered from the loss it was decided to recolonise Tau Ceti and Van Maanen's Star. In 2164 the first expedition left for Tau Ceti. A single ramscoop entered the system and safely landed on the planet's surface.

Space to continue, ESC for menu

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Minutes later, a mayday message was received, followed by total silence. Experts decided that the robots so skillfully designed by the first colonists had run amok after the meteor impact. After seven years, and the successful recolonisation of Space to continue, ESC for menu

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Van Maanen's Star, a second expedition was organised. The only way to stop the defence systems without destroying the remaining buildings was to send in an armed ground-skimmer to shut down the massive fusion reactor in the

Space to continue, ESC for menu

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planet's capital city, Centralis.
A single skilled pilot might be able
to succeed where fifty would surely
fail, and like a fool, you
volunteered!

Space to continue, ESC for menu

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Controlling the Skimmer

The Gal-Corp armed skimmer is a powerful and dangerous craft and challenging for even the most experienced pilots.

Space to continue, ESC for menu

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The skimmer is equipped with...

A single mounted ruby laser

Defensive shields

Eight heat seeking missiles+
targetting systems

Eight anti missile missiles (AMM'S)

Eight starlight flares

Space to continue, ESC for menu

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Infra-red night sights

A huffman 360 degree scanner with

4 way selectable viewscreen

Planetary compass and ADF (automatic
direction finding) beacons

A JCN command computer (guaranteed
fully debugged for normal use)

Space to continue, ESC for menu

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On loading the program you will be presented with a view of the skimmer's instrument panel (see Guide to panel in the main menu). The skimmer operates in two modes, 'flight mode' and 'ground mode'.

Space to continue, ESC for menu

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In flight mode control of the
program is via single keys/joystick
In ground mode you are in direct
communication with the craft's
computer through the computer window
and communicate using single word
commands listed on the next page.

Space to continue, ESC for menu

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Ground mode commands...

HELP Lists commands available.

LAUNCH Normally ground mode is only
 active when you are docked.
 Launch will send the skimmer
 out onto the planet's
 surface and into flight mode.

Space to continue, ESC for menu

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MAP The computer will display a map of the planet. Use Left Right Up and Down keys to move the cursor over the map and fire to select a function/information.

Space to continue, ESC for menu

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RODS This will allow you to
assemble cooling rods found
throughout the mission.

REACTOR When docked with the main
central reactor will give
access to the reactor room.

Space to continue, ESC for menu

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- LOOK Shows a view inside the
 building.
- WAIT Waits 5 Earth minutes (about
 1/2 of a Cetan 'spin').
- STATUS Gives a damage and progress
 report.

Space to continue, ESC for menu

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EQUIP Allows access to repair, refuelling and rearming facilities (if any).

NAME Used to give the computer a pilot's name.

PAD An on screen note pad to record your progress.

Space to continue, ESC for menu

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NEUPAD Clears the notepad.
SAVE Saves position to disc.
LOAD Loads a previously saved
 position.
KEYS Allows you to redefine the
 single key commands in
 flight mode.

Space to continue, ESC for menu

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QUIT Abandons a game.
SCORE Gives a rating of your
 progress so far.
PAUSE Freezes the game (fire
 restarts).
SIGHTS ON / SIGHTS OFF
 Adds/removes sights.

Space to continue, ESC for menu

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LIBRARY Allows access to library functions and databases.

TIMEVAULT Gives access to any unopened timevaults found.

DIR Gives a directory of the disc (useful before SAVE and LOAD to help locate

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a particular file). N.B.
You will need a formatted
disc to save the game as
the Tau Ceti disc is
write-protected.

INVENTORY Gives a list of any useful
objects found.

Space to continue, ESC for menu

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These commands can be abbreviated using '.', For example H. will give HELP, L. LAUNCH and LIB. access to the library.

The computer also uses a 'fuzzy matching' technique and will accept slight mis-spellings.

Space to continue, ESC for menu

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Exploration of the planet is
carried out in 'flight mode'
(type LAUNCH and enter)

When first loaded the keys are
set as on next page but you are
free to redefine any/all to your
own choice.

Space to continue, ESC for menu

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0 Left
P Right
S Increase thrust/cursor up
X Decrease thrust/cursor down
N Fire Laser/select
M Fire missile
F Fire flare
A Fire AMM
R Status report
I Infra-red on/off
H Increase Height
G Decrease Height
J Jump (if near jump pad)
L Land (and enter Ground mode)
V Switch viewscreen directions
Space to continue, ESC for menu

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Finally in flight mode ESC will freeze the game and fire then restart it.

While in ground mode a list of ground mode commands can be accessed by typing HELP and a list of single-key commands by typing KEYS.

Space to continue, ESC for menu

Guide to panel:

Upper window shows
Real time clock,
Direction of view,
City/Outpost skimmer
is in, compass
heading and ship's
status.

Space to continue,
ESC for menu

TAU CETI III 00:00:00
FORWARD REEMA
COMPASS **1E19** DOCKED

TARGETTING
TRACKING

PILOT:
INR:0 MIS:0 AMM:0 FLR:0
GAL-CORP SKIMMER GCS-503

Height
Shield
Fuel
Laser
Speed



Scanner: while in flight mode shows plan view of surrounding robots and buildings.

Space to continue,
ESC for menu

TAU CETI III 00:00:00
FORWARD REEMA
COMPASS **DETA** DOCKED

TARGETTING
TRACKING

PILOT:
INR:0 MIS:0 AMM:0 FLR:0
GAL-CORP SKIMMER GCS-503

Height
Shield
Fuel
Laser
Speed



Target+Tracking Unit
Shows if missile
system is targetted,
also detects Robot
tracking beams.

Space to continue,
ESC for menu

TAU CETI III 00:00:00
FORWARD REEMA
COMPASS **DETA** DOCKED

TARGETING
TRACKING

PILOT:
INR:0 MIS:0 AMM:0 FLR:0
GAL-CORP SKIMMER GCS-503

Height
Shield
Fuel
Laser
Speed



Displays Pilot's name, infra-red status (1=on) and ships complement of missiles, amm's and flares.

Space to continue,
ESC for menu

TAU CETI III 00:00:00
FORWARD REEMA
COMPASS **DETA** DOCKED

TARGETING
TRACKING

PILOT:
INR:0 MIS:0 AMM:0 FLR:0
GAL-CORP SKIMMER GCS-503

Height
Shield
Fuel
Laser
Speed



Bars show systems
status.

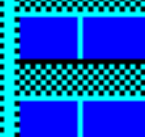
Space to continue,
ESC for menu

TAU CETI III 00:00:00
FORWARD REEMA
COMPASS **DETA** DOCKED

TARGETTING
TRACKING

PILOT:
INR:0 MIS:0 AMM:0 FLR:0
GAL-CORP SKIMMER GCS-503

Height
Shield
Fuel
Laser
Speed



Two Automatic
Direction Finders
(ADF's). The upper
one points to the
centre of the city
/outpost you are in
The lower points to
your lander.

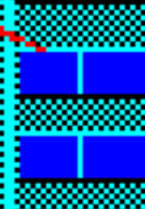
Space to continue,
ESC for menu

TAU CETI III 00:00:00
FORWARD REEMA
COMPASS **DETA** DOCKED

TARGETING
TRACKING

PILOT:
INR:0 MIS:0 AMM:0 FLR:0
GAL-CORP SKIMMER GCS-503

Height
Shield
Fuel
Laser
Speed



The computer window
Displays any
important messages
in flight mode.
Used for your input
in ground mode.

Space to continue,
ESC for menu

0:00

PA

ED

PILOT:

INR:0 MIS:0 AMM:0 FLR:0

GAL-CORP SKIMMER GCS-503

Height

Shield

Fuel

Laser

Speed



Main Viewscreen
Shows view outside
ship in selected
direction in flight
mode. Used as a
control panel for
various functions
in ground mode.

Space to continue,
ESC for menu

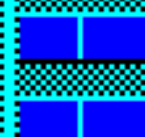
0:00

PA
ED

PILOT:

INR:0 MIS:0 AMM:0 FLR:0
GAL-CORP SKIMMER GCS-503

Height
Shield
Fuel
Laser
Speed



CRL PRESENTS

A MESSAGE FROM GAL-CORP CENTRAL

TAU CETI III GENERAL INFORMATION

The planets day... Tau Ceti III has
a very short day, approximately
equal to one Earth hour. The Cetans
call this period a spin and group 16
spins to a day. As the planet has no

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moon you will need to use the Infra-Red equipment to see anything after sunset.

Docking on the planet...

Many of the buildings on the surface are equipped with DFP's latest model energy screened airlock.

Space to continue, ESC for menu

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These are recognisable by the
characteristic flickering pattern
and your craft will allow you to
dock with these buildings if you
wait for the airlock to open to full
aperture and enter SLOWLY!

Once inside a building the computer

Space to continue, ESC for menu

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will return you to ground mode,
giving access to any facilities
available.

Navigation on Tau Ceti: IIII ...

The planet has the now standard
system of JUMP PADS to allow easy
transport from one city to the next

Space to continue, ESC for menu

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Unfortunately the pads are of the old non-programmable 'Super Traveller' type and each pad is mapped onto a single destination. Luckily your ship's computer has a complete map of the jump network. To jump from one city to the next

Space to continue, ESC for menu

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simply find the correct jump-pad
(they are found at the NORTH, SOUTH
EAST and WEST ends of the city) and
press J.

Gal-Corp recommends caution on exit
from a jump as reports indicate
that 'SAND HOPPERS', a native life

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form, cluster around the feeder pipes
of jump-pads and lives have been
lost in the past due to collisions.

Defence Estimates ...

It is known that many of the cities
will be defended by late-model robot
hunters marks I II and III.

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sophisticated and well armed hunter-killers, and reports indicate that land based guardian crawlers and heavily armoured fortresses may be found in the larger cities. Radar scans from orbit also detect the presence of proximity mines.

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PERSONAL MESSAGE FROM OUR CHAIRWOMAN

Please try to avoid wanton destruction of unarmed buildings. Gal-Corp Central do want to colonise this world after you've finished with it and each undamaged building will save millions on next years budget!

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